



Code Club  
From Youth To Youth

# HTML



## FRONTEND COURSE DESCRIPTION ➤➤➤



# PART 1:

## INTRO TO HTML AND CSS

You will learn how to write basic HTML and CSS. Install and use a code editor. Create and view a bare bone website locally on your computer.

1. HTML AND CSS SYNTAX
2. HTML ELEMENTS
3. HTML DOCUMENT STRUCTURE
4. CSS SELECTORS, PROPERTIES, AND VALUES
5. WHERE TO WRITE CSS
6. CODE COMMENTING IN HTML AND CSS
7. PICK A CODE EDITOR
8. BUILD YOUR FIRST WEB PAGE
9. GET FAMILIAR WITH BROWSER DEVTOOL



# PART 2:

## HTML FUNDAMENTALS

Learn about different types of HTML elements and the semantic meaning they carry. Adopt best practices for writing HTML to keep your code clean and readable.

1. SEMANTICS OF HTML
2. BLOCK AND INLINE ELEMENTS
3. NESTING OF ELEMENTS
4. TEXT ELEMENTS
5. STRUCTURE ELEMENTS
6. HYPERLINKS
7. LISTS
8. IMAGE, VIDEO, AUDIO ELEMENTS
9. IFRAME ELEMENTS
10. TABLES
11. FORMS
12. HTML BEST PRACTICES
13. CREATE A BASIC MULTI PAGE WEBSITE



# PART 3: CSS FUNDAMENTALS

Get really familiar with the cascading effect of CSS and learn how to combine selectors to target HTML elements you want to style. Learn basic CSS style properties for typography and background.

1. CASCADING EFFECT
2. SPECIFICITY
3. COMBINING AND LAYERING
- SELECTORS
4. ADVANCED SELECTORS
5. COLORS
6. LENGTHS
7. TYPOGRAPHY
8. BACKGROUNDS AND GRADIENTS
9. CSS RESETS
10. CSS BEST PRACTICES



# PART 4:

## POSITIONING

Content of a webpage can be laid out for better design and user experience. To do this effectively, you need to understand the box model, position elements using different methods, and be able to create simple grid structures.

1. THE BOX MODEL
2. POSITIONING WITH FLOATS
3. POSITIONING WITH INLINE-BLOCKS
4. CREATING A GRID STRUCTURE
5. PRECISE POSITIONING



# PART 5: BOOTSTRAP

**Bootstrap is a CSS framework that lets front-end web developers add style and structure to websites very quickly. Bootstrap provides a set of standards in spacing, typography, color, interactive behaviors, and more.**

## 1. INSTALLATION

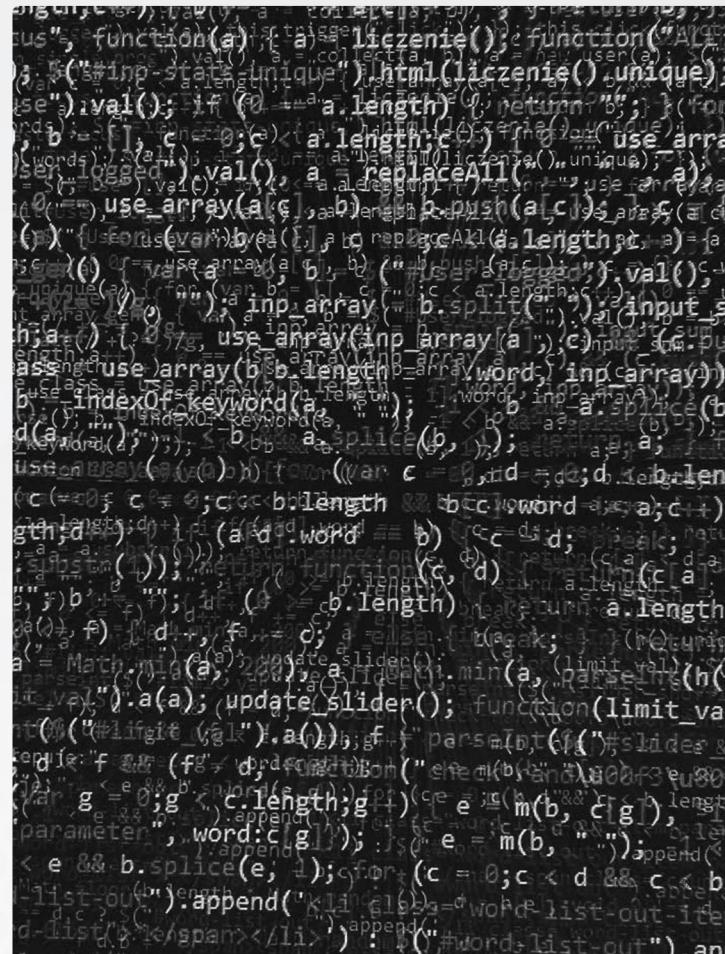
## 2. RESPONSIVE GRID SYSTEM

## 3. BOOTSTRAP'S STYLE STANDARDS

## 4. RESPONSIVE CSS

## 5. RESPONSIVE DEVELOPMENT

# WITH BROWSER DEVTOOLS

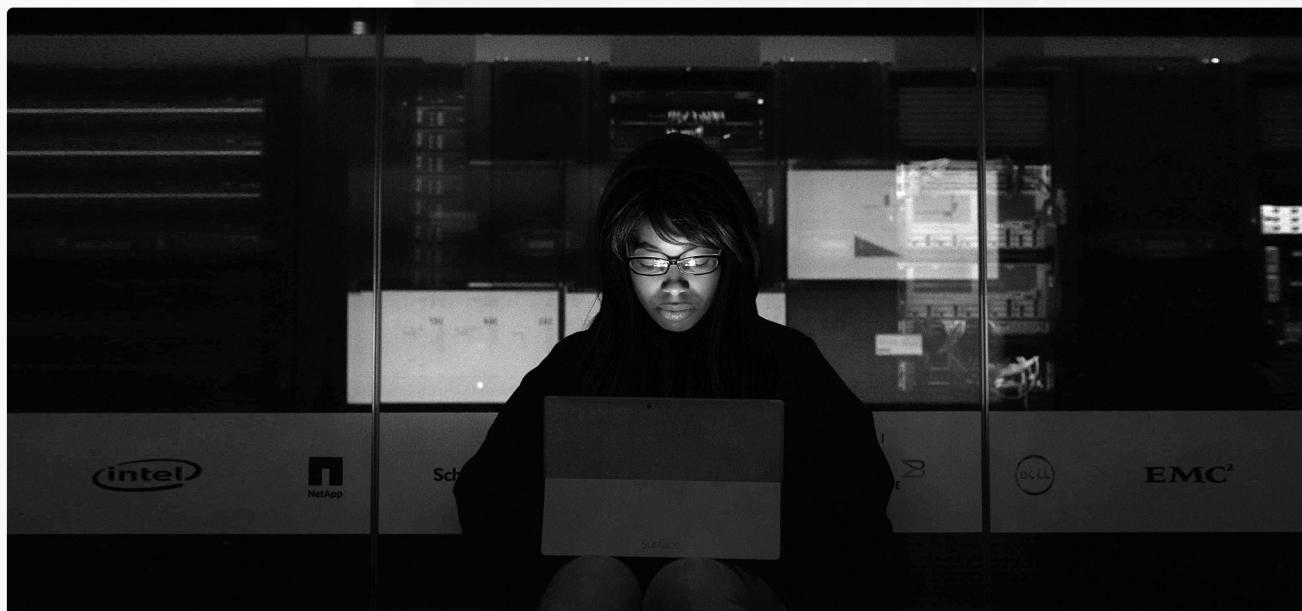


# PART 6:

## JAVASCRIPT

JavaScript is the programming language for websites. It was initially designed as the 'glue' to HTML so web developers could assemble components such as images and plugins. Since then, JavaScript has been getting more and more powerful in the tasks it can perform on the browser.

- PART 1: INTRO TO JAVASCRIPT
- PART 2: BASIC PROGRAM STRUCTURE
- PART 3: FUNCTION FUNDAMENTALS
- PART 4: OBJECT DATA STRUCTURE



# **PART 1 (JAVASCRIPT)**

## **INTRO TO JAVASCRIPT**

**Get a sense of the basic building blocks of programming in JavaScript.**

**You will learn about values and types, some simple arithmetic, and comparison operators, how to create variables, and where to write and test your JavaScript programs.**

# **PART 2 (JAVASCRIPT)**

## **BASIC PROGRAM STRUCTURE**

**You will learn about the basic constituents of JavaScript programs. How to write simple programs, conditional statements, loops, and switch statements. You also need to follow a good syntax guide and learn how to add comments to programs.**



## **PART 3 (JAVASCRIPT)**

### **FUNCTION FUNDAMENTALS**

A function can be thought of as a machine that performs a specific task. Such as make sandwich. Every time you want a sandwich to be made, you just have to turn on the machine. Or execute the function, as programmers would say.

## **PART 4 (JAVASCRIPT)**

### **OBJECT DATA STRUCTURE**

Object is the most complicated data type in JavaScript. You will use it to store complex data structures. Such as product inventories, user profiles, etc. You will learn how to create arrays and objects; and learn how to use properties and methods of objects.



# **PART 5 (JAVASCRIPT)**

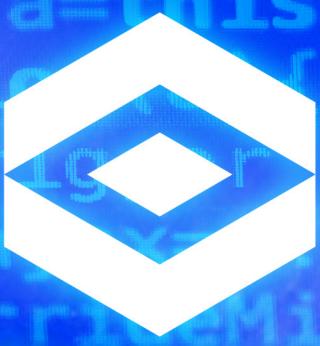
## **OBJECT DATA STRUCTURE**

- Part 1: Document Object Model
- Part 2: DOM Manipulation
- Part 3: DOM Events

## **GRADUATION PROJECT**

The graduation project is variable for each training course and is determined after the completion of the previous training tracks. The graduation certificate is not granted to the trainee until he passes the project with a grade 75%.





# Code Club

From Youth To Youth